# Jiaqi Feng

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## EDUCATION

**San Jose State University**                                                              **Sept. 2019 - Present**
- B.S. in Software Engineering; Senior standing; Graduating in summer 2021.

**Diablo Valley College**                                                                      **Jan. 2017 - May 2019**
- A.S. in Computer Science; Graduated with honors.

## SKILLS

Languages: Dart, Swift, Go, Python, C#, C/C++, Java, JavaScript, TypeScript, Ruby

Frontend Frameworks: Flutter, SwiftUI, React, React Native, UIKit, .Net

Other Technologies: Core Data, CSS, Docker, HTML, HTTP, JSON, Kafka, SQL, SQLite, SVN, AWS, Google Firebase, Git, OAuth, TensorFlow Lite

## EXPERIENCE

**Proofpoint, Inc.**                                                                           **May. 2020 - Present**
*Software Engineer Intern*
- Implemented database migration scripts in Ruby, leading to a smooth upgrade of the system from Ruby on Rails 4.x to 5.x.
- Implemented a monitoring system in Go for detecting malfunctions of components, making it easy for engineers to detect and track down bugs.
- Implemented unit tests for services written in Go responsible for fetching data from various API, ensuring the system would function as expected.

## PERSONAL PROJECTS

**Tasky (Swift, iOS)**                                                                      **Jan. 2021 - Present**
- Tasky is a task management app made with SwiftUI that allows users to manage their personal projects using Kanban method. Users can also invite others to collaborate on the project.
- Utilized Firebase for user account management and user-generated data storage.

**Manji (Dart, iOS & Android)**                                                          **Mar. 2019 - Present**
- Manji, made with Flutter, capable of running on both Android and iOS, is a Japanese Kanji dictionary application packed with features. Not only does it support basic functionalities like kanji stroke animation, customizable study list, on-demand generated quiz, user-generated data synchronization, it also has features such as handwritten kanji recognition, image kanji extraction, making learning Japanese kanji an easier experience.
- Implemented web scrapers using Python to extract and collect, from various websites, information such as pronunciations, meanings, common vocabulary and example sentences, for about three thousand kanji characters.
- Integrated TensorFlow Lite for handwritten kanji recognition.
- Integrated Google Cloud Vision API, enabling users to extract kanji characters from images.

**Animey (React Native, iOS & Android)**                                          **Mar. 2019 - May 2019**
- Animey is a mobile client written using React Native, for https://kitsu.io
- Utilized kitsu.io's REST API for fetching data of the website.
- Designed a library for loading data from both the API provided by https://kitsu.io and local databases in order to increase performance of the app on resource constrained mobile devices.

**Kanjirin (C#, Windows)**                                                               **Sept. 2017 - Apr. 2018**
- Kanjirin is a Japanese Kanji dictionary application written in C# and designed for Windows.
- Utilized XAML for the user interface.
- Utilized SQLite for dictionary file and user-generated data storage.
- Implemented web scrapers using C# to fetch kanji data from various websites.